

DISCOVER

LEGO® BUILDS: DOUBLE-TOY SPECIAL!

LEGO

DREAMZZZ

LEGO® TOY:

1 HEAD -
2 FACES:

Shoots blue
Projectiles

COOPER
with high-powered
lightning blaster

REVEALED!

How evil is the Never Witch?

DREAMLINGS
DISASTER!

Which Chasers will
escape the chaos?

12-PAGE
ACTION COMIC!

WILD
POSTERS!

Z-BLOB
KNIGHT
UND MATEO

WAHHH!

SIZZLE!

WHAT A
MESS!

See back cover
for covermount
safety.

UK
CA CE

LEGO**CITY****MORE
LEGO®
FUN!**

Photos: Stefan Heilemann

**EPIC NEW MAG EVERY MONTH!**

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LET'S GET STARTED!

ATTENTION DREAM CHASERS:
SOLVE ALL THE PUZZLES IN THIS ISSUE,
WORK ON YOUR DREAM CRAFTING SKILLS,
GET THE LATEST FACTS AND ENJOY
OUR NEWEST ADVENTURE. ARE
YOU READY? THE NIGHT
BUREAU NEEDS YOU!

MR. OZ HERE.
LOOK WHAT
THE WITCH
IS UP TO!

CONTENT

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Portal Problems!
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Dreamlings
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Never Witch
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! SNAIL RACE

Help Izzie's dream snail
"Speedy" find her friends
by marking the
path that leads
to them.

ENJOYING THE MAGAZINE?

Have any questions,
requests or suggestions?
Then write to us - we would
love to hear from you!

LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

DREAM CRAFT

You'll find tasks throughout the
magazine. They invite you to use
your LEGO® bricks in a creative
way. Unlock the power of your
imagination and stop
the nightmares!

FRIENDS

GONE MISSING Oh no! The animals have
wandered off. Help Speedy find them in the
magazine and write the page numbers here:

--	--	--	--	--	--

COMIC CHAOS

TH-THIS
IS...

PR-PR
PRETTY...

...SH-SHAKY!

WOMP!

WOMP!

WOMP!

The dream chasers visit Cooper in his workshop...

PORTAL PROBLEMS!

HEY COOPER, ARE YOU WORKING ON SOME WACKY CONTRAPTION AGAIN?

YOU BETCHA!

WHO'S THAT ON SCREEN?

Story & Script: Jan Dinter
Illustrations: InkBubble Studios (Pencils & Inks: Virgilio D'Ambrosio, Colours: Marco Pelandra)

OH, JUST SOME DREAMER LIVING OUT HIS PASSION FOR TECH IN HIS DREAMS.

I RANDOMLY TUNED IN TO TEST OUT THIS BABY HERE ON THE DREAM WORLD!

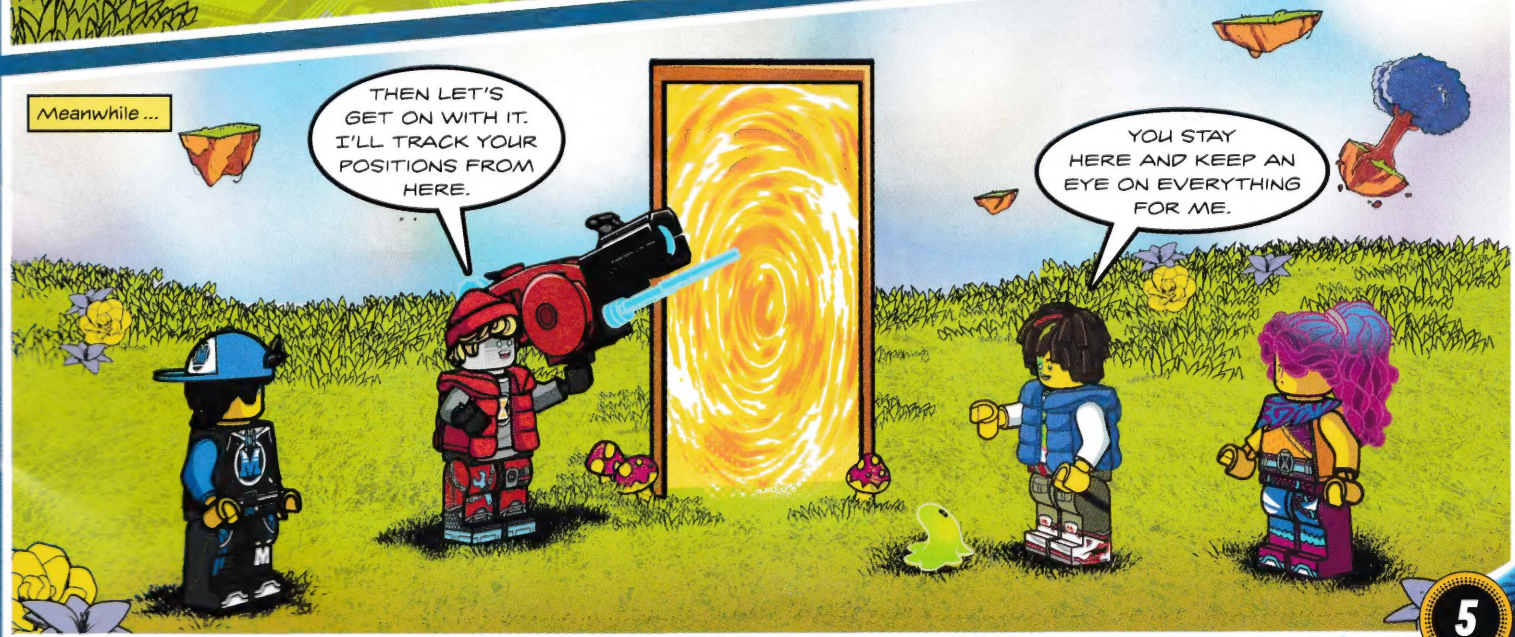
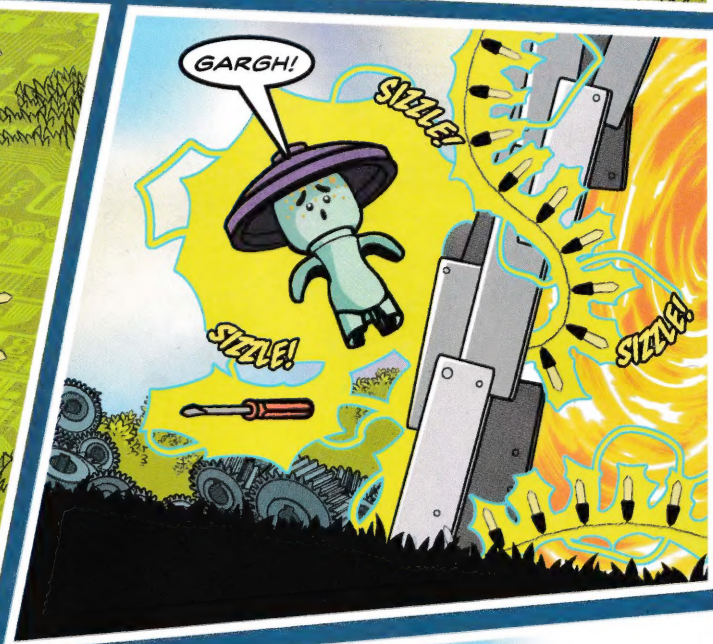
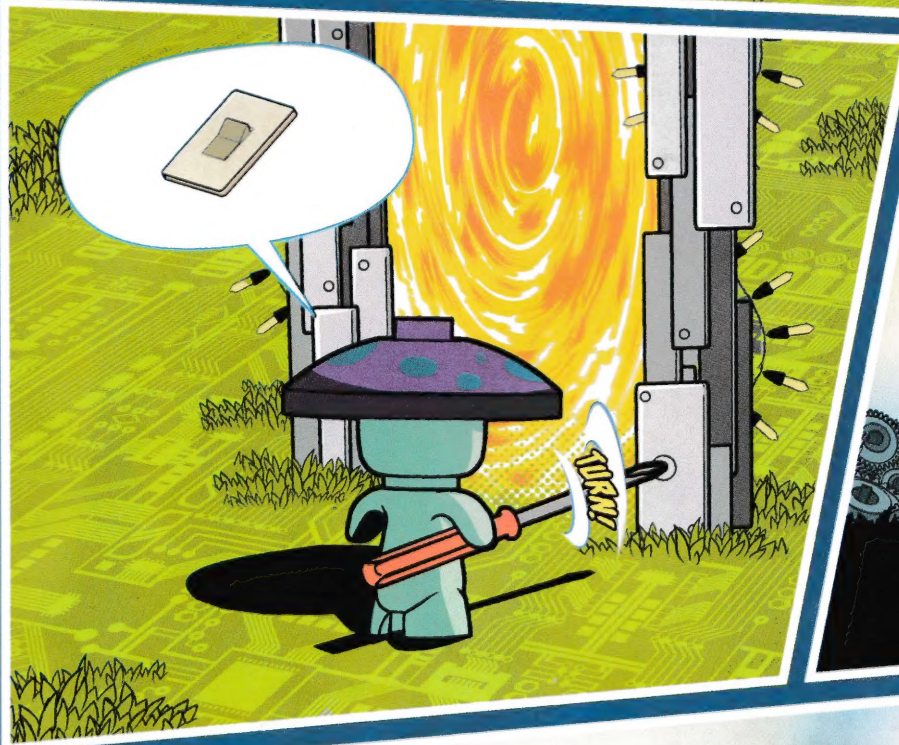
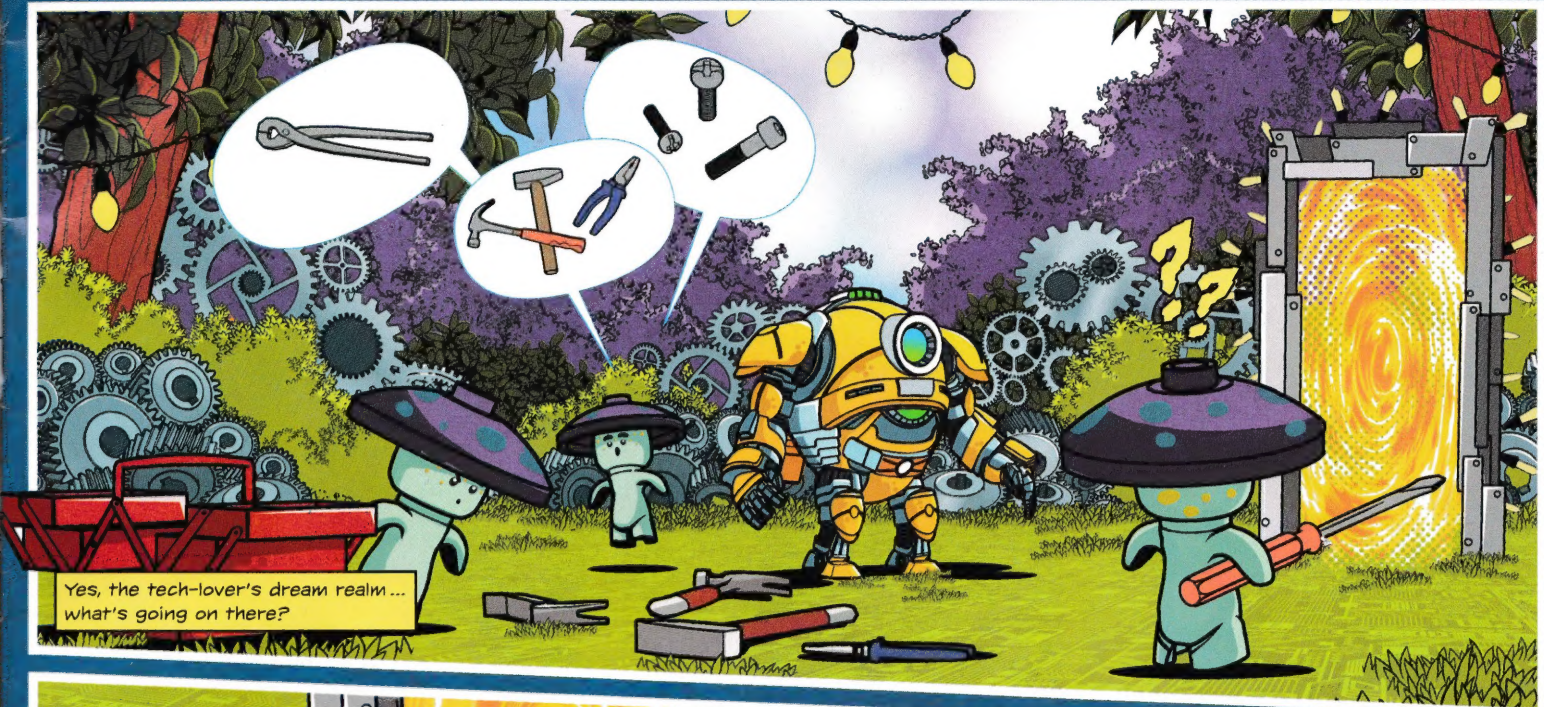
PAT! PAT!

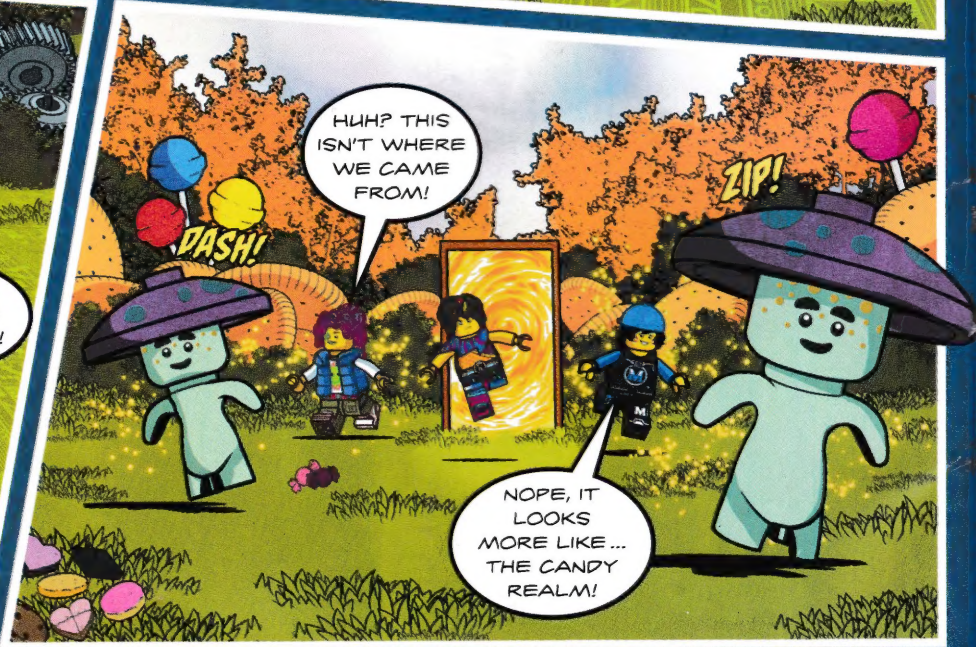
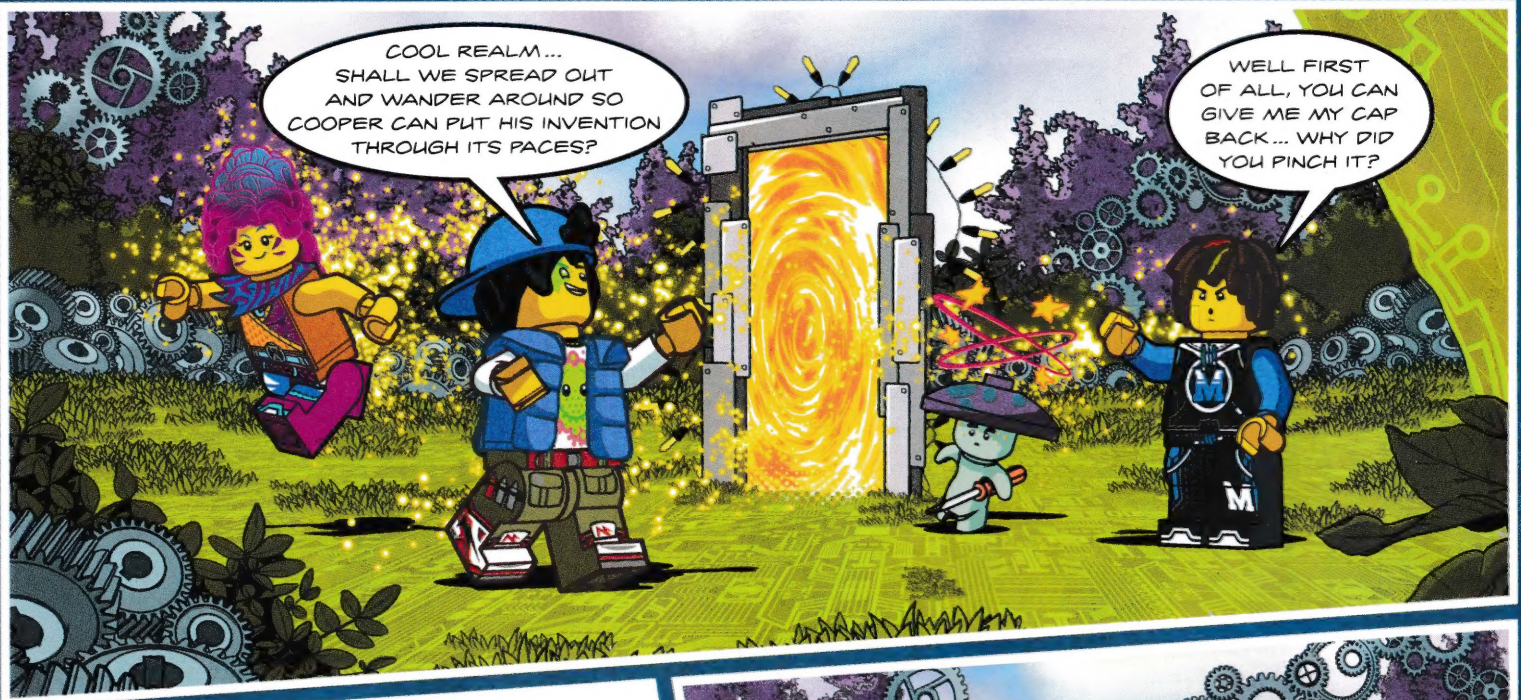
THIS THING LETS ME TARGET DREAM CHASERS FROM THE LANDING SO I CAN FOLLOW THEIR ROUTE THROUGH THE DREAM REALMS.

HUH? WHERE DID THAT DREAMER DISAPPEAR TO?

HE MUST HAVE WOKEN UP... NOW COME ON, OUT ONTO THE LANDING. I WANNA TEST MY NEW INVENTION!

AND WHERE DO YOU WANT TO GO FROM THE LANDING? INTO THAT TECH-HEAD'S DREAM REALM?









HELP THE DREAMLINGS!

Oh no! A door has broken into pieces. The dreamlings hope to repair it by rounding up all the missing parts. Help them by writing the correct part numbers in the empty spaces.

PUZZLE



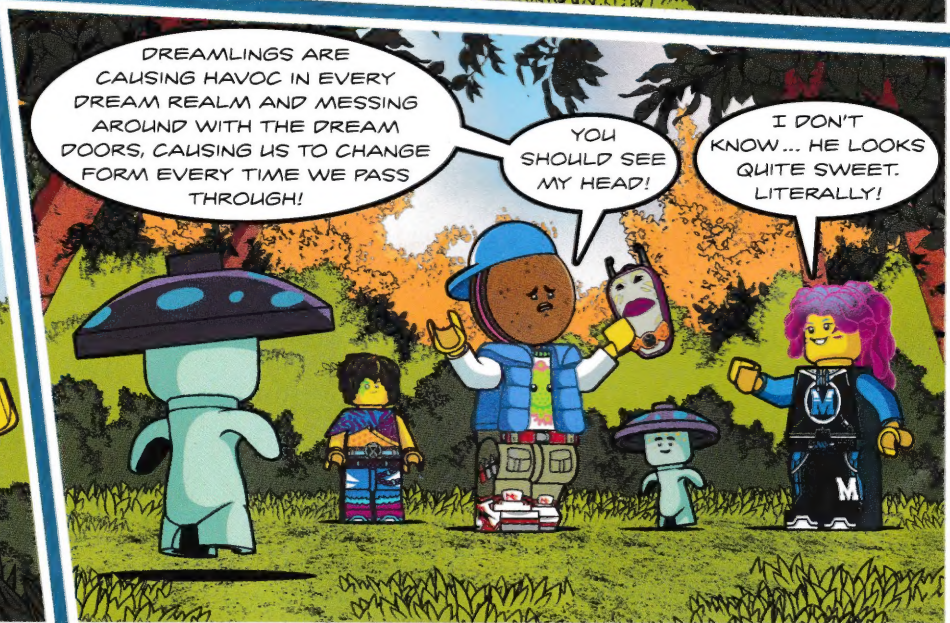
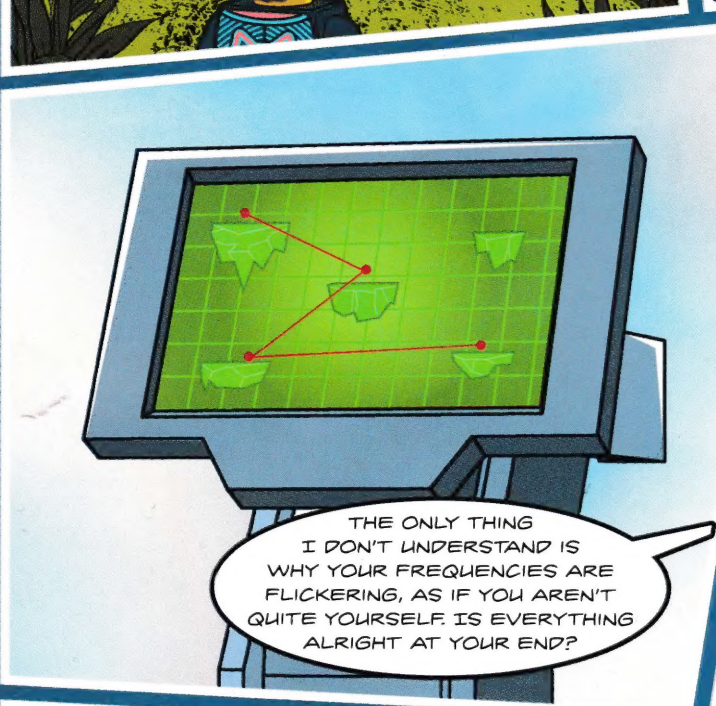
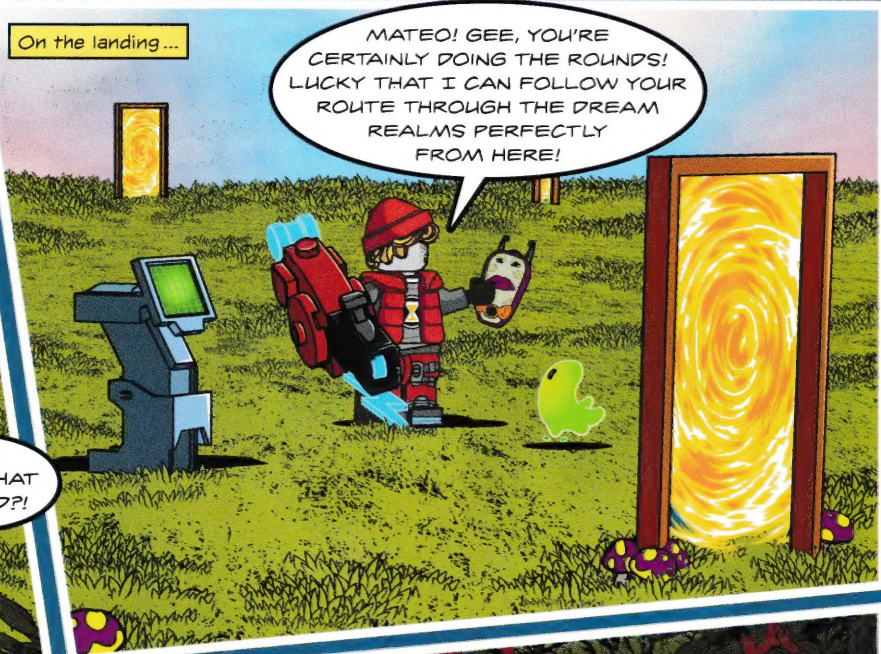
BONUS MISSION:

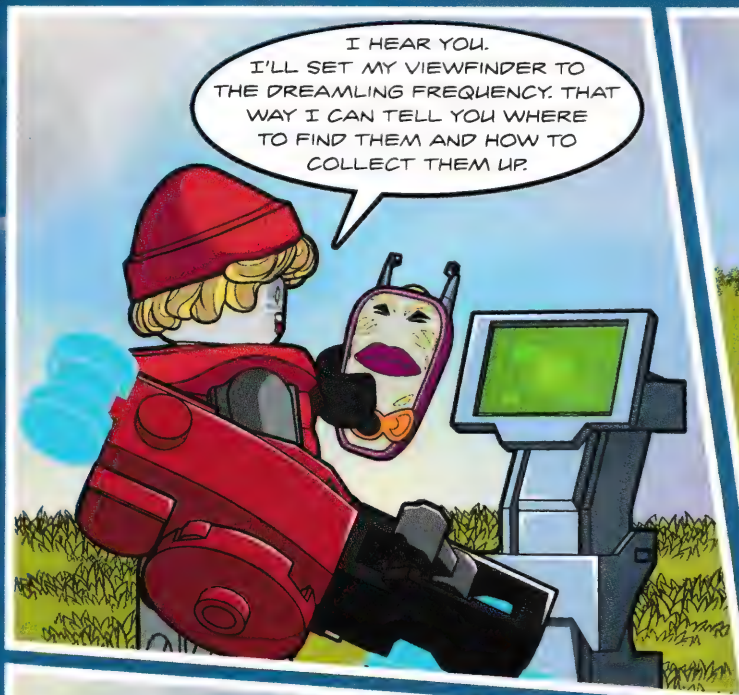
Some sneaky grimspaw are trying to thwart the dreamlings' efforts. Enter the number you find on this page so the dream chasers can track them down.

Find the answers on page 34.



On the landing ...





And so it goes on...



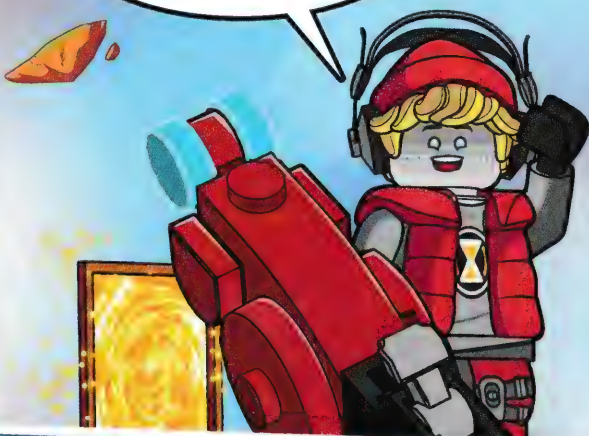
... and again ...



... until suddenly ...

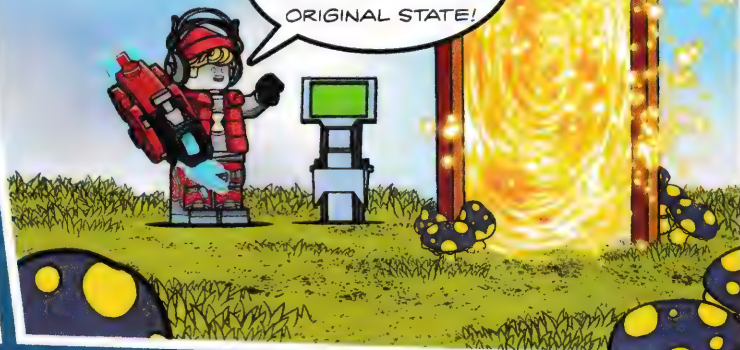


ALL RIGHT TEAM,
ALL YOU HAVE TO DO
NOW IS GO BACK THROUGH
THE DOOR THAT FIRST LED
FROM THE LANDING INTO
THE TECH REALM.



I'VE REBUILT
MY SHOOTER TO DELIVER
A REVERSING REPAIR SHOT
THAT TRACES YOUR ROUTE
AND ZAPS THROUGH ALL
THE DOORS YOU'VE
WALKED THROUGH!

EVERYTHING
IT HITS, INCLUDING
THE DOORS, WILL
BE RESET TO THEIR
ORIGINAL STATE!



WHEN YOU PASS
THROUGH THE DOOR,
STAY AS FAR LEFT AS
POSSIBLE SO I CAN SHOOT
PAST YOU ON THE RIGHT.
GOT IT?



TH-TH-THIS I-I-IS
A LI-LI-LITTLE LOUD,
DI-DI-DID YOU S-S-SAY
RI-RI-RIGHT?



YES, FROM
MY POINT OF
VIEW, BUT LEFT
FOR YOU!



WH-WHICH
N-NOW? RI-RIGHT
OR LE-LE-LEFT?



THEN
I GUESS I'LL
JUST HAVE
TO AIM
CAREFULLY!







DOOR DISORDER!

DRAW

Mateo lost his giant pen. But what does he have in its place? Come up with a cool idea and draw it.

Oh no! When they jumped through the dream door, Mateo, Albert and Z-Blob each lost bits and pieces of themselves. But not to worry: you can help them by using your dream crafting talents! Grab your pens and get creative!

Poor Albert! He lost his whole body when he went through the door. Use your talents to turn him into Super Albert!

Z-Blob Mech actually has ultra-powerful robo-feet and robo-hands. But what does he have now? Give him some bizarre replacement parts!

BOSS-LEVEL BLASTER

Cooper has done it again! He's created a **blaster** that can do anything. It can be used as a **lightning blaster** to conquer any cyber challenge or as a **repair cannon** for dream doors. So don't wait: build your blaster and get ready for action!

THIS IS ONE
OF MY BEST
INVENTIONS
EVER!

BACK-UP
POWER
CHARGERS

DREAM CRAFT

Want to invent your own blaster? Then use your collection of **LEGO®** elements to vary the assembly **starting at step 3**. You can do anything you want!

TOUGH
TRIGGER
LEVER

MULTI-PURPOSE
ENERGY AND
LIGHT BLASTER

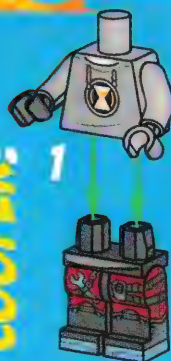
SHOOTS
LIGHTNING BOLTS
TO WIN ANY DUEL

1 HEAD - 2 FACES

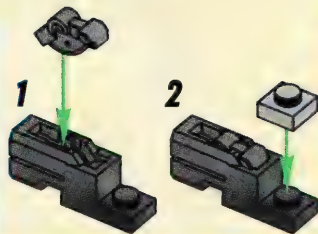
AM I
READY?
I WAS BORN
READY!

IT'S
TIME TO
BUILD ME.
HOORAY!

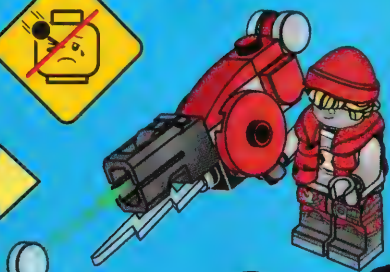
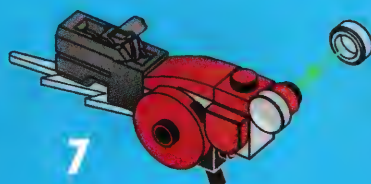
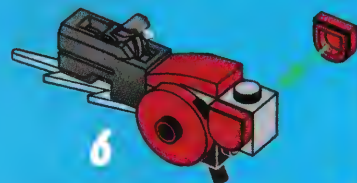
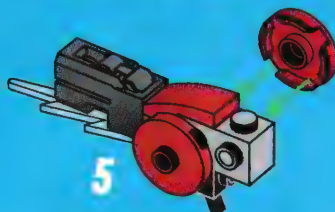
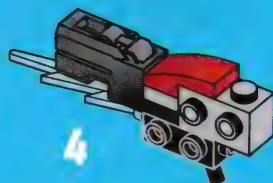
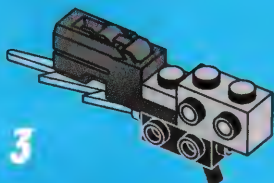
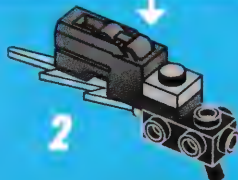
ASSEMBLY
COOPER:



ASSEMBLY BLASTER:



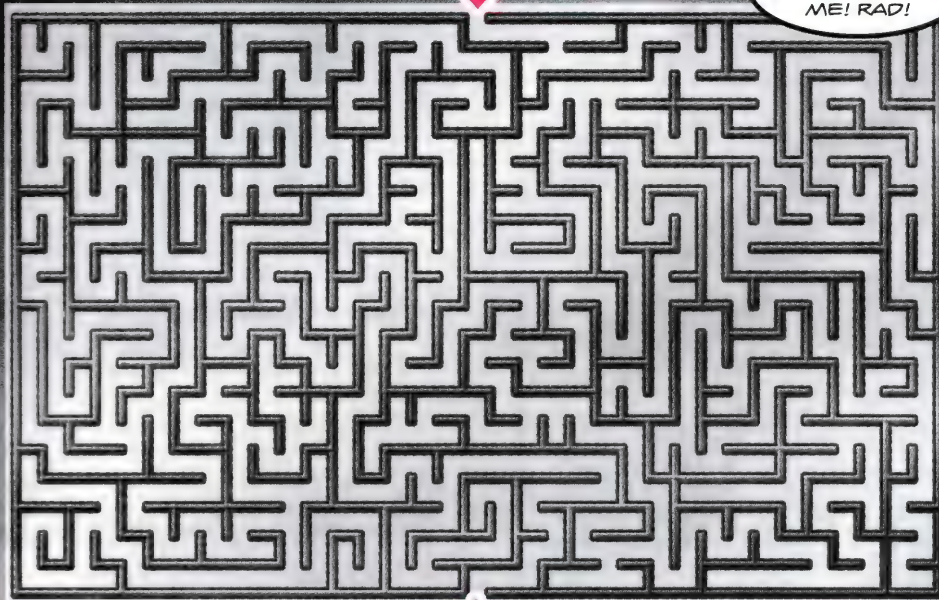
LUCKILY
I'VE NOTED
DOWN EVERY
STEP.



9

LET'S GO!

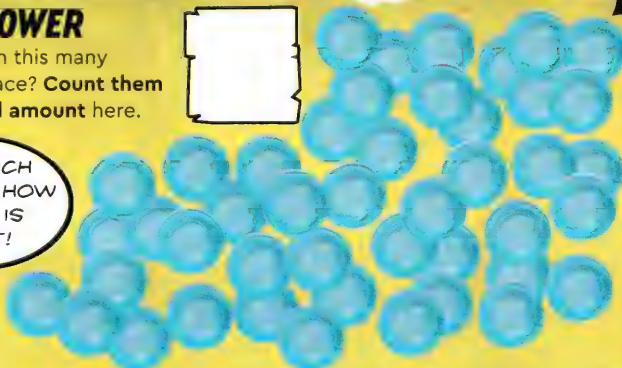
Cooper needs some more power
chargers for his blaster, but keeps getting
lost. Show him the right way to the depot.



THIS
THING IS PULLING
ME! RAD!

TOWER OF POWER

Have you ever seen this many
chargers in one place? Count them
and enter the total amount here.



SO MUCH
ENERGY, HOW
COOL IS
THAT!

More
action with
Cooper's
blaster
on the next
page.

LIGHTNING

WOW, THAT
THING IS EPIC,
COOP!

MY
CROSSBOW
IS BLACK AND
SO MUCH
COOLER!

HATS OFF! Cooper and the Night Hunter are trying to blast each other's hats off their heads. But whose aim is better? Use a ruler to trace the paths of their **four blasts**. A path changes by 90 degrees if it hits an obstacle. When a blast **hits** a hat, enter that hat's number next to it. **Attention:** if a blast **doesn't** hit one of the targets, mark it with a **cross** instead.

I COULD
WIN THIS DUEL
WITH MY BACK
TURNED!

G BLAST!

Cooper's **super blaster** is all the rage. Logan and Sneak want to **rebuild it**, the Night Hunter is up for a duel and Mateo thinks it needs snazzier **colours**. Be **creative** and complete all the tasks!

BUILT FOR SPEED

Take your **toy** apart and arrange the **pieces** as shown here. Then put the blaster **back together** as fast as you can. Use a **stopwatch** to measure the time. You can **challenge** friends or family members to try to beat your best time.



HEY SNEAK, YOU KNOW I'M FASTER, BRO.

EXTRA CHALLENGE!

Try putting the blaster together **blindfolded**.

HIGH SCORES

NAME

BEST TIME

I WON'T NEED MORE THAN FIVE SECONDS.

YOUR DREAM BLASTER

Inspire Mateo by showing him just how **colourful** a super blaster can be. Think your piece and colour.

MAYBE YOUR FAVOURITE COLOUR IS RIGHT FOR THE BLASTER.

MORE POWER? DON'T FORGET THE CHARGER!

COLOUR IN THE BARREL AND ADD SOME COOL LIGHT EFFECTS.

WHICH COLOUR SUITS THIS BOLT OF DREAM ENERGY?

I NEED SOME INSPIRATION. WHAT COLOURS SHOULD WE USE?

Find the answers on page 34.

The Witch's

- WHAT YOU NEED:**
- Enough playing figures
 - One dice
 - A pen or pencil

The **Never Witch** has brewed up a **hurricane** that can destroy everything in its path. You can only **escape** the storm by reaching its **centre**. But careful: her **creepy creatures** are on the loose and there is **danger** lurking at every turn!

I THINK I'M GONNA LOSE IT!

C'MON, GUYS. WE GOT THIS!

THAT WASN'T IN THE WEATHER FORECAST!

HAHAHAHA! ONCE YOU'RE CAUGHT IN THE STORM, YOU WON'T KNOW WHAT HIT YOU!!!

HOW TO PLAY:

- The **youngest** player goes first.
- **Take turns rolling the dice**. Each player moves their figure through the storm the number of spaces shown on the dice.
- If a player lands on a space with a **picture**, the corresponding **action** must be carried out (see below).
- If a player lands on an **occupied** space, he/she can **jump over it**.
- The first player to reach the **dream door** at the centre of the hurricane wins.

COOPER'S KART

Good news! A player who lands on **Cooper's racer** can move their figure forward along the arrow.



RAVEN ATTACK

Oops! A player who lands on a **raven** must move their figure **backward** along the arrow.



CAUGHT IN A WEB

When any player lands on a **spiderweb**, one of the spider's **six boxes** is **ticked off**. Once **all** the boxes are marked, the spider crawls into its web. Any player who lands on a spiderweb after that **loses a turn**.



WHIRLWIND

GAME
FOR 2-6
PLAYERS



BEWARE THE GRIMWOLF

Each time a player lands on a space with a claw, one of the Grimwolf's boxes is ticked off. Once all six boxes are full, it's bad news. If a player lands on a claw after that, they must roll again and move backward the number of spaces shown on the dice.



GRRRRRR!!!

TRAINING FOR DREAM CHASERS

PART 1
OF 2

TO BE A NIGHT BUREAU AGENT, YOU'VE GOT TO BE CLEVER!

Dream crafting requires **inspiration**, **creativity** and **focus**. The Night Bureau has designed **special exercises** for dream chasers to train these skills. To complete the tasks on this page, you'll need to **concentrate**, **look at everything closely** and read the **instructions carefully**.

1 PYEWACKET'S PATH

Zoe's cat Pyewacket has chosen a special path through the dream doors. Take one minute to study and memorise the path. Then turn directly to page 31.



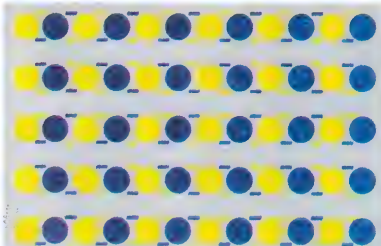
THE NEVER WITCH'S ILLUSIONS!

ARE THE TWO TABLETS SHOWN HERE THE SAME SIZE OR DIFFERENT SIZES?



HAHAHA, I'M GOING TO TRICK YOU THIS TIME!

ARE THE ROWS OF DOTS SET IN STRAIGHT LINES OR DO THEY SLANT?



2 ALL KINDS OF NIGHTMARES

What a grim gathering! Take a minute to study and memorise all the details of this picture. Then turn to page 31 and try to complete the corresponding task.



HELLO HEADQUARTERS? YOU'VE GOT TO SEE THIS TO BELIEVE IT!

PART 2
IS ON
PAGE 31

PSSST!
DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

FACTS

**FILE
NO. 9**

THERE'S
A LOT TO KNOW
ABOUT THIS EVIL
WITCH!

NO ONE IS
AS POWERFUL
AS I AM!

► SHE STEALS MEMORIES

The Never Witch uses **memories** as **ingredients** in her evil spells. Her **creepy ravens** steal them right out of dreamers' heads. The stolen memory orbs are then stored in **memory flasks**. Memories can be released from the flasks, but if a flask **breaks**, the memory inside is **lost** forever.



Which memory
have the two of
them lost?

1
The raven
swoops
toward its
victim...

2
...transforms into
black smoke...

3
...flies through
the dreamer...

4
...and carries a
memory orb
away!

THE POWER OF THE NEVER WITCH

From the cauldron:
Mateo's evil
doppelganger
MadTeo.

Fire burn and cauldron
bubble, here comes trouble!

The key ingredient:
memory orbs!

I'LL COOK
UP A TASTY
SOUP!

► SHE BREWS EVIL

The Never Witch mixes the harvested memories in her **cauldron** to conjure up **shady creatures** like wolves and spiders. She stirs her evil spells with a witch's staff containing the **Ruby of Replication**. It gives her the power to brew up evil doppelgangers.

LOYAL PET:
THE CAULDRON



SCAN TO WATCH
DREAMZZZ™ SERIES
ONLINE

DREAM
REALM
UNDER
GLASS

► SHE CAPTURES DREAM REALMS

The Never Witch uses her **staff** to imprison dream realms. First, she **dissolves** the realm guardian into **dream sand**, then **sucks** it and the entire realm into the staff before it is rebuilt in **miniature** inside a glass dome. Dreamers trapped inside a so-called 'doom dome' can now only **dream** in that dream realm and **lose** their creativity in the waking world.

EVERY LAST
REALM WILL
BE MINE!
HAHAHAHA!

Izzie and Logan
find out what it's
like inside the dome.

Everything gets sucked up -
including the dreamers.

The staff encloses
the dream realm in
a glass dome.

Cooper desperately tries to
fight against the current.

Castle Nocturna
and its arena is
turned into sand!

A dream realm
captured inside
a crystal dome!

► SHE RULES THE SKIES

Once she has enough power, the Never Witch conjures up a **gigantic winged ship** to serve as **headquarters**: the **Midnight Raven**. It has the ability to **teleport** and has a **witch's hut** on its back that has legs and is much larger inside than outside.

FLYING
HEADQUARTERS:
THE MIDNIGHT RAVEN

HER GOAL: A MASTER SPELL

The Never Witch's ultimate goal is to cast an evil **master spell**. For this, she needs to capture **all the dream realms** as well as **three powerful artefacts**: the **Ruby of Replication**, the **Eye of Confusion** and the **Crown of Control**. She has one of them already.

COME ON,
DREAM CHASERS.
WE CAN'T LET
HER GET HER
HANDS ON THE
ARTEFACTS!

CROWN OF
CONTROL

EYE OF
CONFUSION

TRAINING FOR DREAM CHASERS

PART 2
OF 2

PUZZLE

Before you try your hand at the tasks seen here, you have to read the **instructions** on page 28. You've already done that? OK, then now it's time to put your **dream chasing skills** to the test. Solve each of the **tasks** according to the instructions.

C'MON, SHOW US WHAT YOU'VE GOT! YOU CAN DO IT!

1 FOLLOW PYEWACKET

Have you memorised the path on page 28? Now grab a **pencil** and trace the path for **Bernie** without looking back. Compare it with the path on page 28 only after you've finished.

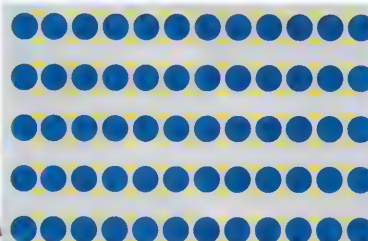


ILLUSIONS REVEALED!

THE TABLETOPS HAVE **EXACTLY THE SAME DIMENSIONS!** YOU CAN CHECK IT WITH A RULER.



HAHA, DREAM CHASERS AREN'T FOOLED SO EASILY!



THE ROWS ARE **STRAIGHT**. USE A RULER TO MEASURE THE DISTANCES IN BETWEEN.

2 MISSING NIGHTMARES

Did you study page 28 carefully? Then you'll know who's **missing** from this picture. Write their **names** below without looking back. Then compare it with the picture on page 28.



THAT'S STRANGE... HOW COULD THEY GET AWAY?



BLOB

ONE SMALL STEP FOR A BLOB, A GIANT LEAP FOR THE NIGHT BUREAU.

Of course **Z-Blob** is one-of-a-kind. But thanks to Mateo's creativity, he can change into **all kinds of cool things**. The dream team has met in Dream Space to **practise** its dream crafting skills. Study the Z-Blobs **carefully**, then **solve** the **mystery** below.

HEY BUDDY, ARE YOU READY FOR OUR DREAM CRAFTING TRAINING?

WE'RE INCLUDED:

MATEO



Z-BLOB



AND NOW... SHOW ME YOUR RACING POWERS.

MIST MYSTERY

In the depths of Dream Space, 12 Z-Blob figures have appeared as glowing misty silhouettes. But **five phony ones** have appeared as well. **Mark** the imposters.



PARTY

WHAT
WILL
YOU
BUILD?



OPEN FILE

SET DATA:

Set No.: 71487

Depth (Mech): 6 cm

Width: 10 cm

Height: 8 cm

Figures: Mateo + Z-Blob

20 assembly variations

121
LEGO® PIECES

NOTES FOR THE NIGHT BUREAU

Training alone isn't enough. Dream chasers must also think logically and be able to focus. Count up all the propellers, the total number of legs the blob beings have and the total number of tyres on the four blob racers. Write your answers below. **Note:** Your count should include tyres and legs that are hidden in the pictures.

PROPELLERS:

LEGS:

TYRES:



PREVIEW

SCARY TOY!

1 HEAD - 2 FACES:

GRUESOME SHOCKING TIP

SPECIAL ENERGY HELMET

THE MACHINE SHALL CONQUER THE DREAM WORLD!

RUGGED HACKER ARMOUR

ZERO + SHOCKER STAFF



LEGO DREAMZZZ

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ANSWERS:

PAGE 3
SNAIL RACE!

Path D

GONE MISSING

Pages 22, 24, 27, 31, 32

PAGE 9

HELP THE DREAMLINGS!



PAGE 22
LET'S GO!

Blue line

TOWER OF POWER

45

PAGE 24
HATS OFF!

Night Hunter:

A: 4 / B: 2 / D: 3,
Shot C is a miss.

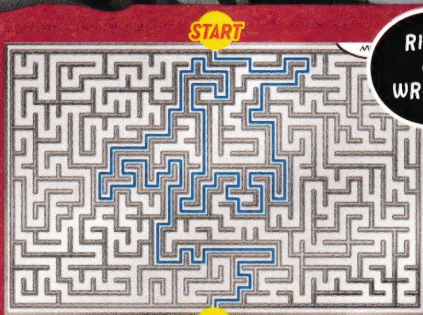
Cooper:

A: 2 / B: 1 / C: 4,
Shot D is a miss.

PAGE 31

MISSING NIGHTMARES

Doooper, Sneak, Susan



RIGHT OR WRONG?

PAGE 32

MIST MYSTERY

5, 8, 12, 14, 17

NOTES FOR THE NIGHT BUREAU

Propellers: 10

Legs: 18

Tyres: 16



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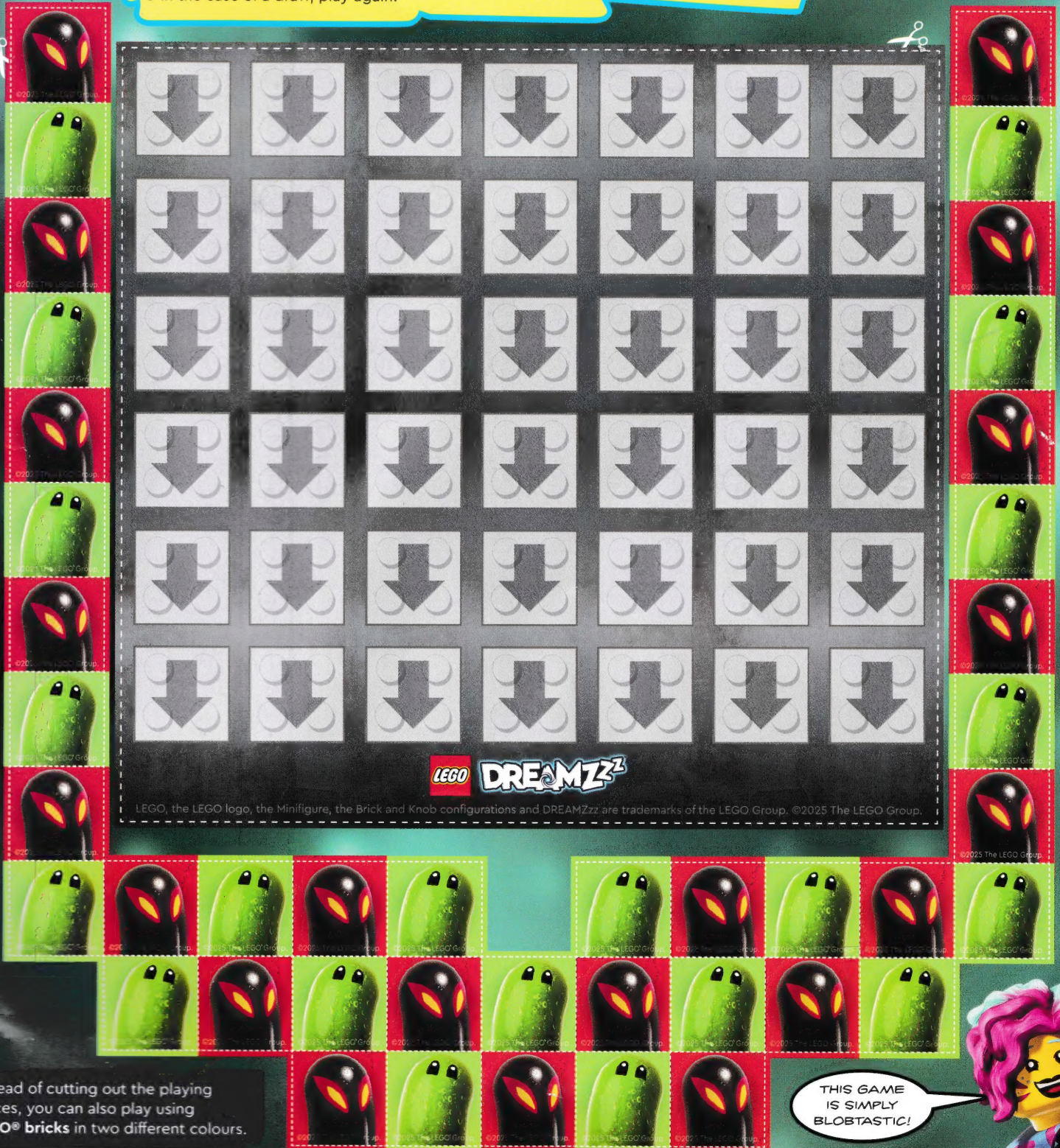
ASK A GROWN-UP TO SCAN THIS CODE OR VISIT LEGO.COM/MAGAZIN TO TAKE THE SURVEY RIGHT AWAY!

DUELLING BLOBS

INSTRUCTIONS

- Cut out the **playing pieces** (the squares showing Z-Blob and Doomblob) and the **game board**. Decide which player is Z-Blob and who is Doomblob.
- Take turns placing **one piece** onto the board. The piece always "slides" **down** from the top (following the arrows) as far as it can go in the column you have chosen. This means that it always drops down to the **lowest unoccupied space** in that column.
- The player who is first to line up **four pieces** in a row (horizontally, vertically or diagonally) is the **winner**.
- In the case of a draw, play again!

GAME
FOR **2**
PLAYERS



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Small parts.



LEGO®: Produced by Immediate Media, W8 7BT. DreamZzz Cooper with Blaster, item no. 552801, DreamZzz Mateo + Jetpack, item no. 552402, DreamZzz Mateo + Z-Blob, item no. 552301. Supplied by Blue Ocean Entertainment AG, Seidenstrasse 19 • 70174 Stuttgart. Please retain this information for future reference. Immediate Media Company Limited, London, W8 7BT and Maspil House, Dublin, D04 F4A6.
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GAME
FOR 2
PLAYERS

INSTRUCTIONS
ON THE BACK!

DUELLING BLOBS



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Z-BLOB IS
THE BEST BLOB
IN THE DREAM
WORLD!



DOOMBLOB
WILL CRUSH THAT
GREEN DWARF!